Hale CE Primary School
2021-2022
Computing Curriculum Map

	Autumn		Spring		Summer	
Year R	**My Online Life:** This activity takes place over the course of the term. It meets the objectives as set out by UK Council for Internet Safety (UKCCIS) 'Education for a Connected World Framework'. Assessment: 1, 2, 3, 7, 8, 9, 10, 11, 12	**Technology & Me:** This unit helps children to make sense of and explore the technology around them. The children will get to experience a range of technology/ equipment, including digital cameras, iPads, video cameras, microscopes and sound recorders. Assessment 1, 2, 3, 4, 5, 7, 8, 10	**Talking Technology:** The children will learn how to take photos, record video and record audio. This is an important skill that will enable them to document their own learning and ideas. The children will create a Tech Museum as they get to explore and play with old technology. Assessment: 1, 2, 3, 7, 8, 10	**Animal Safari:** This unit helps children use iPads/ tablets independently to collect and record information. The children will learn about opening apps, scanning QR codes, taking photos and recording information in a tally chart. Includes a range of continuous provision activities. Assessment: 1, 3, 7	**Nursery Rhyme Coding:** Using the theme of traditional tales, this activity develops computational thinking such as sequencing and promotes core technology skills. Assessment: 1, 3, 4, 5, 6	**Robots:** This unit gives children their first taste of computing (computational thinking and coding). The children will learn new skills and practice giving instructions to complete tasks. Includes a range of continuous provision activities. Assessment: 1, 3, 4, 5, 6, 7
Year 1	**My Online Life:** This activity takes place over the course of the term. It meets the objectives as set out by UKCCIS 'Education for a Connected World Framework'. Assessment: 12, 13, 14, 15, 16, 17, 18	**Modern Tales:** Using the vehicle of the children's stories, the children will learn to navigate the rules of online safety and communication. The children will make animations based on an online situation they may encounter. Assessment: 1, 2, 7, 8, 9, 10, 11, 12, 15, 17	**News Presenter:** In this activity children will become news reporters. They will be given a series of break news stories based on popular traditional tales. The children will film short clips using green screen before sharing/saving their work. Assessment: 1, 2, 7, 8, 9, 11, 13, 18	**Mini-Beasts:** Children will use technology to classify minibeasts. In this activity the children will learn about gathering and presenting information. They will then make their own David Attenborough style nature documentary. Includes a range of continuous provision activities. Assessment: 1, 2, 7, 8, 9, 10, 11, 13	**What is a Computer?** In this unit children will learn about the different parts of a computer and iPad. They will learn new skills, tips and tricks. The children will be able to see the inner working of a computer and build their own. Includes a range of continuous provision activities. Assessment: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 13	**My Friend The Robot:** In this unit children will learn all about computational thinking and problem solving with a variety of unplugged activities and online coding games. Assessment: 1,2, 3, 4, 5, 6, 7, 8, 10, 13

Year 2	My Online Life: This activity takes place over the course of the term. It meets the objectives as set out by UKCCIS 'Education for a Connected World Framework'. Assessment: 12, 13, 14, 15, 16, 17, 18, 19	Online Buddies: This activity will explore what friendship means online. The children will learn about the do's and don'ts of communicating over the internet. Assessment: 1, 2, 8, 9, 11, 12, 13, 14, 15, 16, 17, 18, 19	Presentations & Typing: The children will learn to use presentation software and develop their keyboard skills. Assessment: 1, 2, 8, 9, 10	Story Land: The children take the role of authors to write the sequel to popular children's stories. They then create illustrations for their story and record them self reading it in order to create an audiobook to publish online. Assessment: 1, 2, 8, 9, 19	Code a Story: The children will write a basic story with illustrations. They will then turn this into an animated story using visual coding. The activity will introduce new concepts such as conditional language, repeat loops and debugging. Assessment: 1, 2, 3, 4, 5, 6, 7, 8, 9, 17, 18	Making games: Using Scratch the children will create a hero versus villain game. They will create sprites and learn the basics of using Scratch coding. Assessment: 1, 2, 3, 4, 5, 6, 7, 8, 9, 13, 17
Year 3	My Online Life: This activity takes place over the course of the term. It meets the objectives as set out by UKCCIS 'Education for a Connected World Framework'. Assessment: 10, 14, 15, 16, 17, 18, 19, 20, 21, 22	Online Detectives: This activity is designed to support children in mastering the art of advanced internet searching. They will learn new tricks to improve their searches while they try to solve puzzles and challenges. Assessment: 8, 9, 13, 14, 15	Be Digitally Awesome: This unit is all about ensuring the children possess core skills with word processing, spreadsheet and presentation apps. Assessment: 1, 2, 10, 11, 12, 13	Rainforests: The children will explore rainforests through new Virtual Reality (VR) apps. They will also create their own interactive learning games for younger children to play Assessment: 1, 2, 10, 11, 12, 13	Programming with Robots: Robots can be found almost everywhere. In this unit the children explore the history of robots and then get to program a robot around a maze. Assessment: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 21, 22	Dancing Robot: The children will use some of Scratch Jr's more advanced coding blocks to create their own interactive dancing robot game. The children will learn the important skills of critical thinking, problem solving and debugging. Assessment: 1, 3, 4, 6, 7
Year 4	My Online Life: This activity takes place over the course of the term. It meets the objectives as set out by UKCCIS 'Education for a Connected World Framework' Assessment: 7, 10, 12, 13, 14, 15, 16, 17, 18, 19	Fake or Real?: Fake news is a serious concern and in this activity children will learn how they can sort the truth from the lies. Making videos to show what they have found out. Assessment: 7, 10, 11, 12, 14, 19	Endangered Animals: The children will learn online research skills, create illustrations and posters to raise awareness of our planet's endangered animals. The children will also get involved with environmental campaigns. They will make a class film about how making small changes can help e.g. air pollution and turning off your engines. Assessment: 2, 8, 9, 10, 11, 12	Dinosaurs: In this activity the children will make their own summer blockbuster. They will learn all about filming techniques and storytelling skills. Assessment: 2, 8, 9, 10, 11, 12	Hour of Code: The class will sign up for Hour of Code and work through various challenges. The class can also choose to take part in global coding events. Assessment: 1, 3, 4, 5, 6, 8, 9	Games Designer: The children will learn all about the career of games designer. They will play games, write reviews and then design and prototype their own game. Finally they will pitch their game idea to the class. Assessment: 1, 2, 3, 4, 5, 6, 8, 9, 11, 17

Year 5	My Online Life: This activity takes place over the course of the term. It meets the objectives as set out by UKCCIS 'Education for a Connected World Framework' Assessment: 15, 17, 18, 19, 20, 21, 22, 23, 24	YouTuber: Every child wants to be a "YouTuber". In this activity children will learn about want that means, the positives and negatives, safety tips and they will create their own video blog (vlog). Assessment: 2, 10, 11, 12, 14, 16, 17	Making AR Games: In this activity the children will be introduced to the world of Augmented Reality (AR). They will then be set the task of designing and creating game that uses AR. Assessment: 1, 2, 10, 11, 12, 13, 14	Binary Messages: This activity introduces binary code. It explains what binary code is and how it is used. The children then challenge each other to solve word problems by using binary code. Assessment: 1, 2, 7, 8, 10, 11, 12, 13, 15, 17	Web Designer: In this activity the children will learn about the history of the web, basic HTML, how to create their own graphics and how to publish their own website. Assessment: 1, 2, 7, 9, 10, 11, 12, 14, 16, 17:	News Reporter & Podcaster: Children will produce their own podcasts to publish online. Assessment: 10, 11, 12, 15, 17
Year 6	My Online Life: This activity takes place over the course of the term. It meets the objectives as set out by UKCCIS 'Education for a Connected World Framework'. Assessment: 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22	Online Safety Dilemmas: In this activity the children will become online safety ambassadors. They will be given modern day dilemmas. Dilemmas that children face every day online and asked to produce a series of "what to do" videos to explain how to cope online. Assessment: 1, 2, 8, 11, 12, 13, 14, 22	Money: The children will explore money, stocks and shares through a series of challenges and games. Creating a spreadsheet and digital book to explain the importance of understanding how money works. Assessment: 1, 2, 9, 10, 11, 12	VR Worlds: The class will explore Virtual Reality (VR) and how it can be used in the classroom. The children will also build their own VR world. Assessment: 2, 7, 9, 10, 11, 12	Crossy Roads: The children will create their own version of the popular app Crossy Roads using visual coding. Assessment: 2, 3, 4, 6, 7, 8, 9, 10	Coding Playgrounds: Children will be introduced to text-based programming and how apps are made. They will complete self-paced programming challenges. Finally, the class can explore connecting programmable toys and drones. Assessment: 1, 2, 3, 4, 5, 6, 7, 8, 10, 11, 22